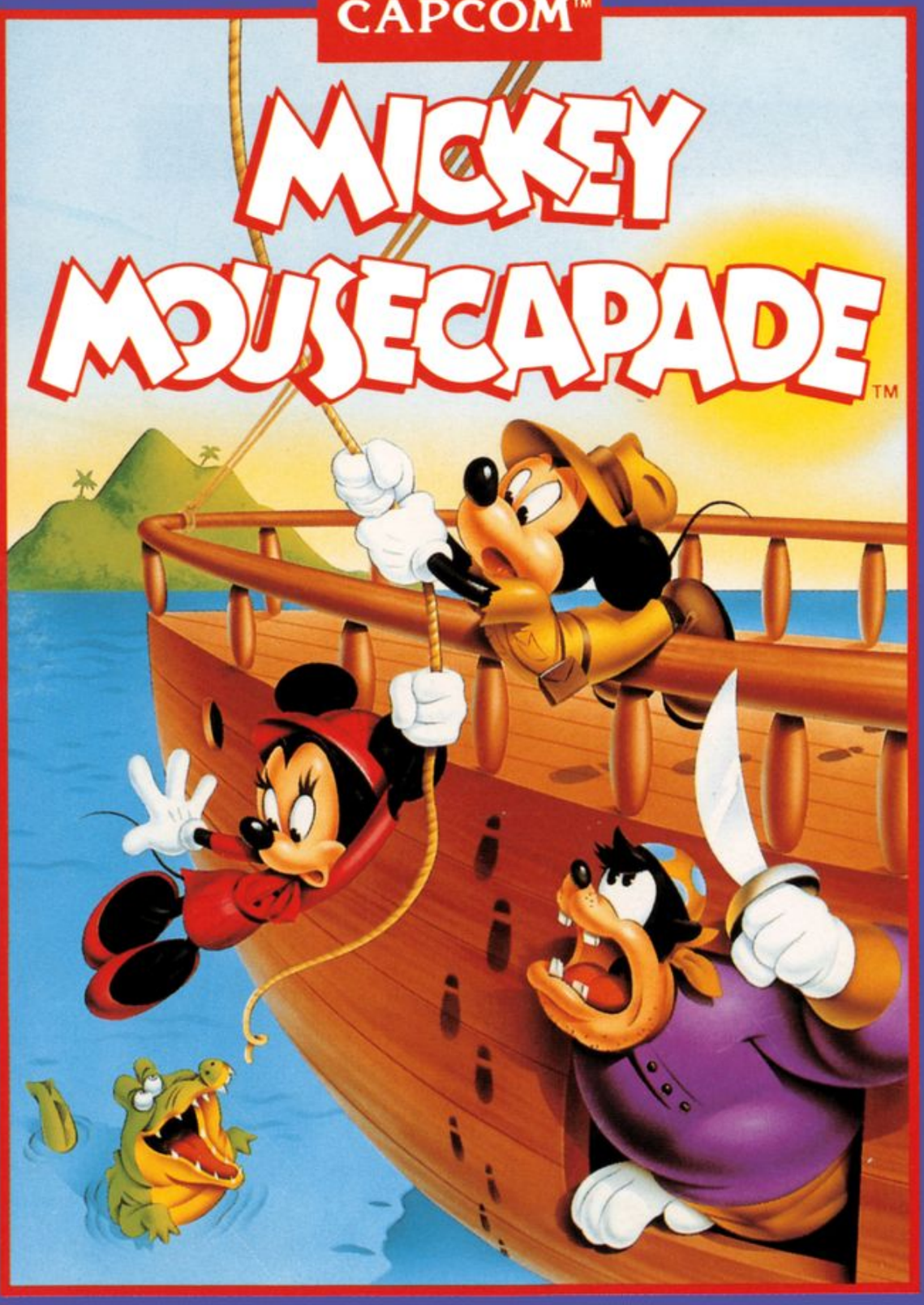
CAPCOM™

MICKEY MOUSECAPADE™



INSTRUCTION MANUAL

Licensed by Nintendo for Play on the

Nintendo ENTERTAINMENT SYSTEM

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A Special Message From Captain Commando!

Thank you for selecting fun-filled

MICKEY MOUSECAPADE *

. . . one of the exclusive Nintendo Entertainment System® video games from the **Captain Commando "Challenge Series".**

MICKEY MOUSECAPADE *

created for CAPCOM©...premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is

Licensed by Nintendo
for Play on the

Nintendo
ENTERTAINMENT
SYSTEM®

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*MICKEY MOUSECAPADE licensed from Walt Disney Co. and Hudson Soft.

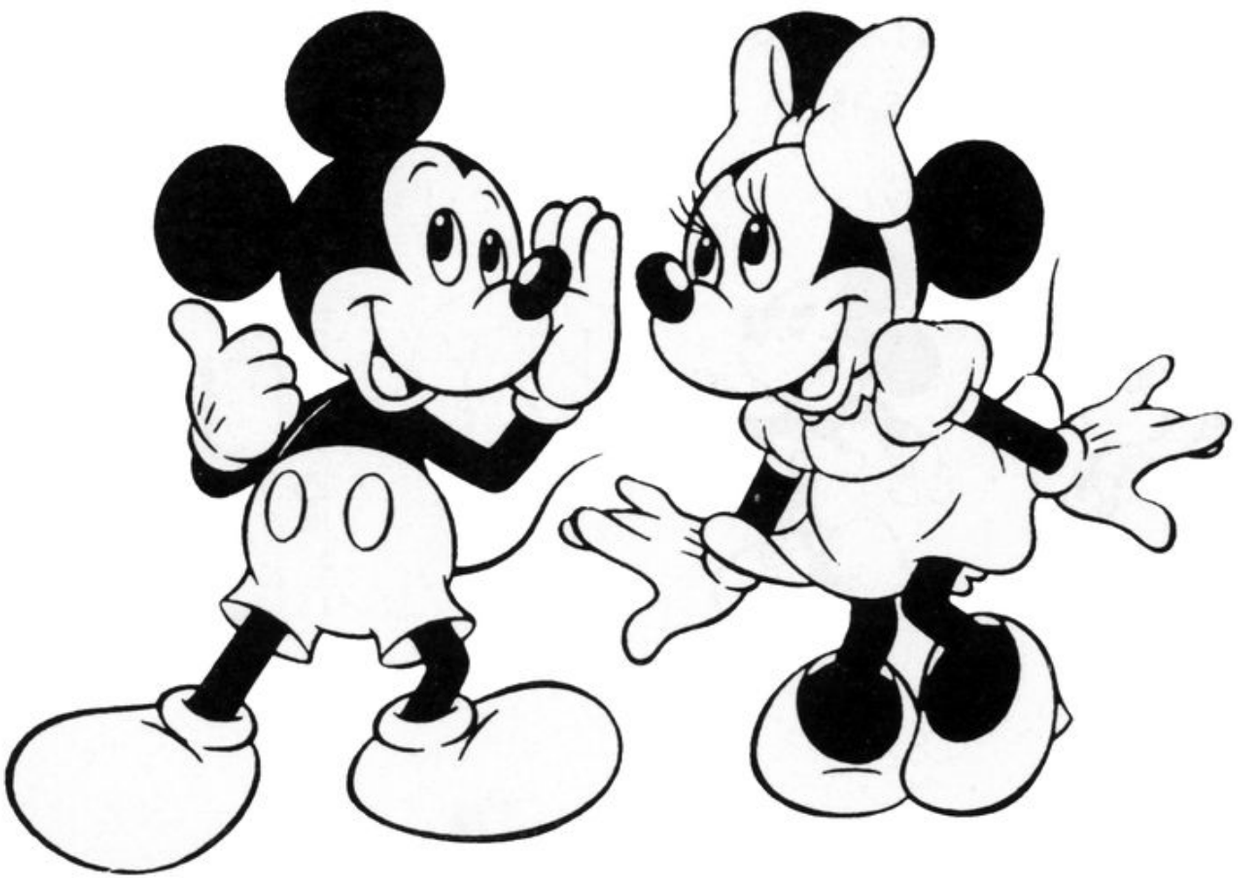
SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continous game playing. This will extend the performance of your GAME PAK.**

MICKEY MOUSECAPADE

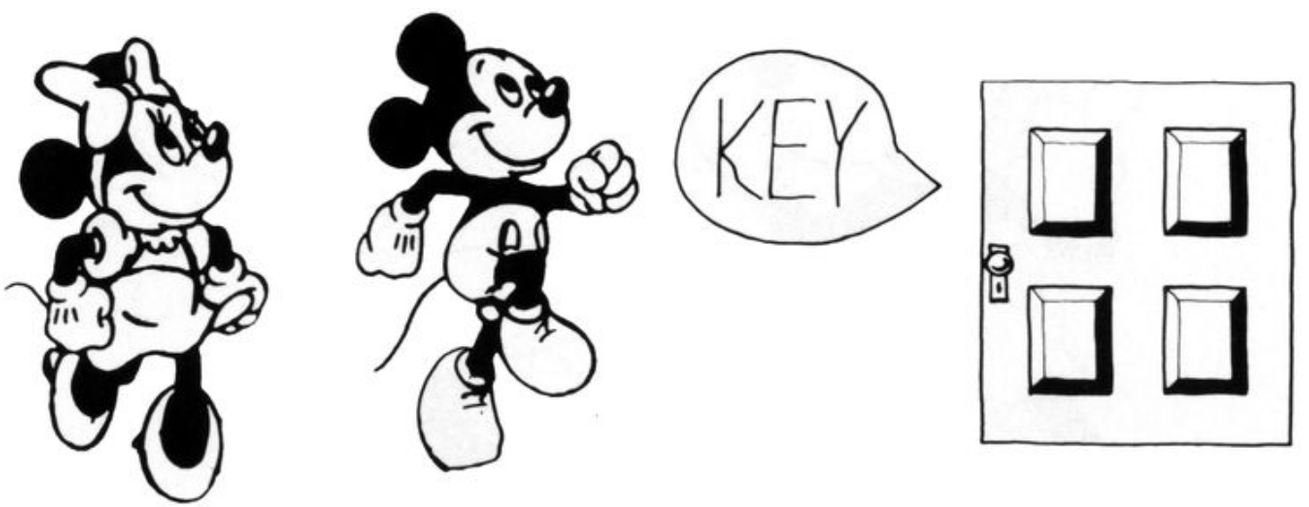


MICKEY MOUSECAPADE STORY

Mickey, followed by Minnie, adventure through the Fun House, by the Ocean, the Woods, the Pirate Ship, and the Castle. All in search of their mystery friend. Help them solve the mystery!

Starting Hint:

In the Fun House you must get a key from the Wizard to proceed through the door that says:



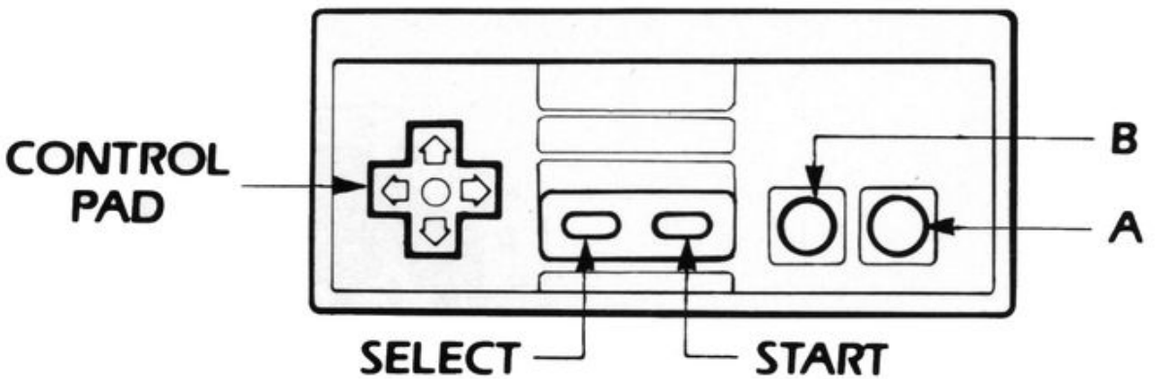
HOW TO PLAY

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

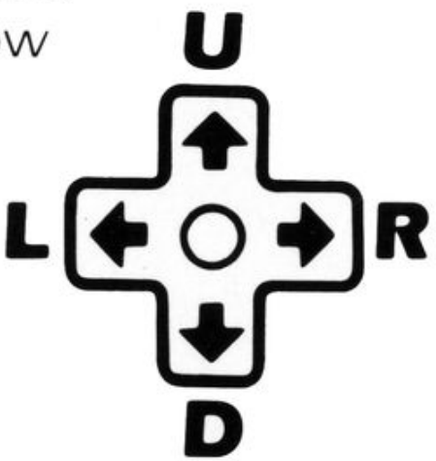
Controller #1 — Moves Mickey and Minnie.

Button A: Jumps.

Button B: Shoots Stars.



Control Pad:
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you and player moves that direction.

◄ Moves Mickey & Minnie left.

► Moves Mickey & Minnie right.

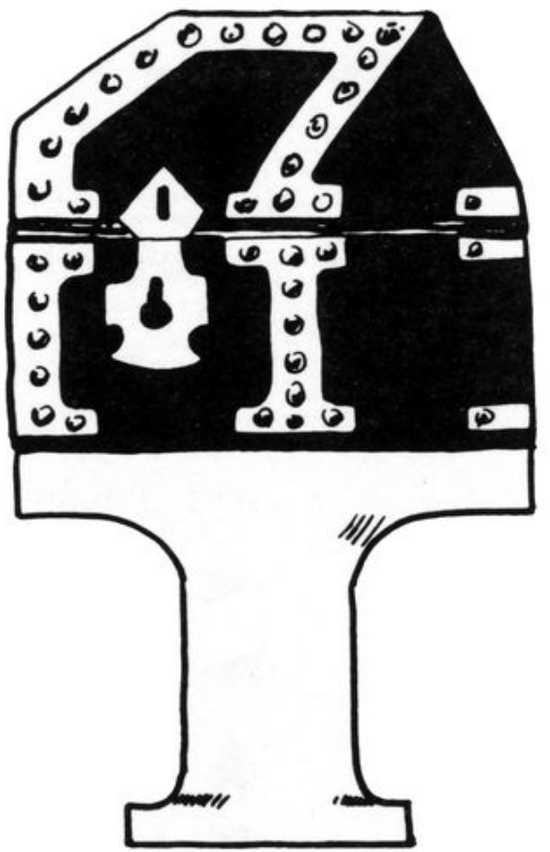
▲ Moves Mickey & Minnie upward.

▼ Moves Mickey & Minnie down.

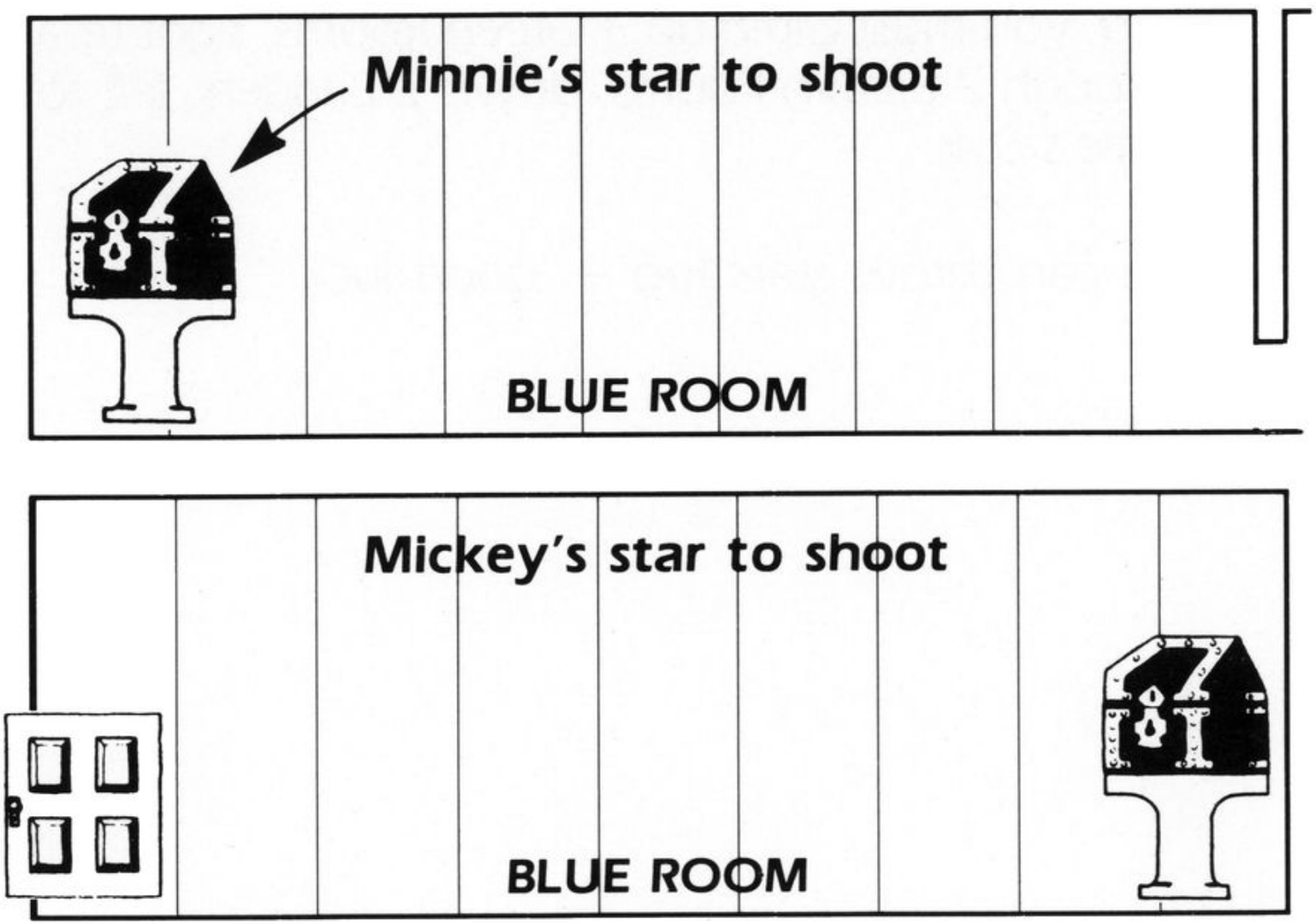
HOW TO PLAY

Mickey and Minnie must look for a Star to shoot ENEMIES.

The "Star" can be found in a Treasure Chest in a Blue Room.



HOW TO PLAY



To get Minnie's star, you must go around.

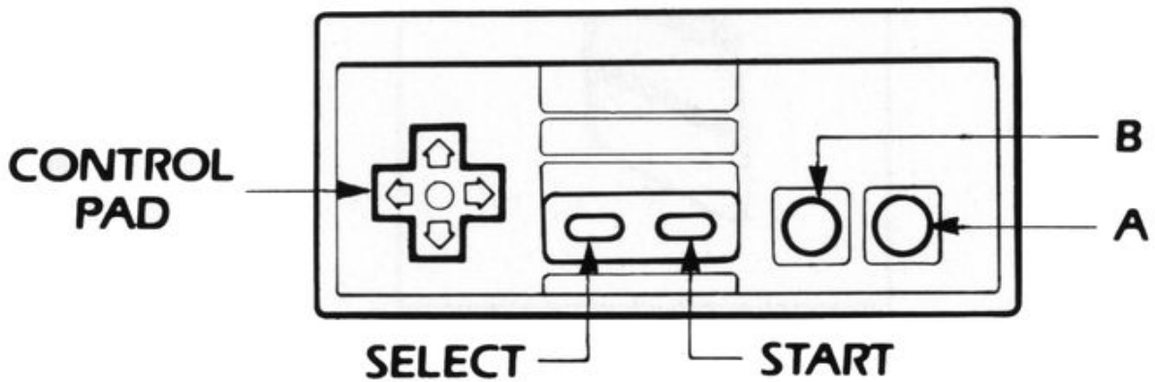
HOW TO PLAY

To go around, you must climb up 3 Green Rooms, right to a Blue Room, right through 2 Brown Rooms, down 2 Ladders, left to Blue Room for Minnie's Star.

Now Minnie can throw stars too — good luck.

HOW TO PLAY

LEVEL SELECTION



During title screen, press the select button. While holding in select button, also hold control pad, then press start.

Up + Select, press Start = to the Castle

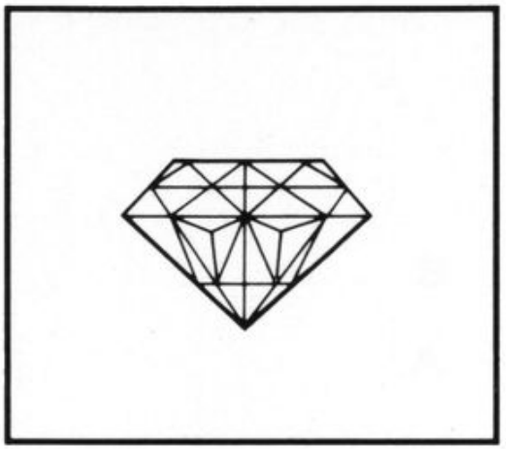
Right + Select, press Start = to the Ocean

Down + Select, press Start = to Pirate Ship

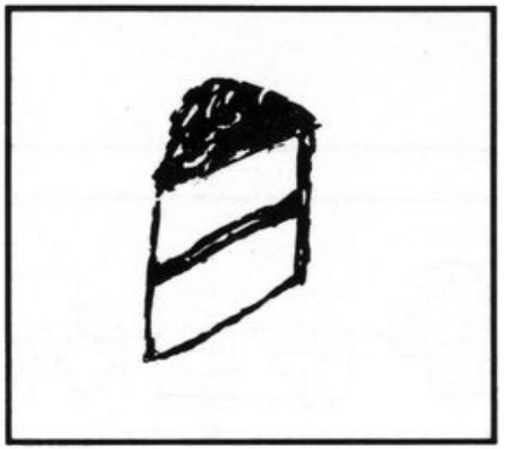
Left + Select, press Start = to the Woods

Press Reset on NES to do New Stage Select.

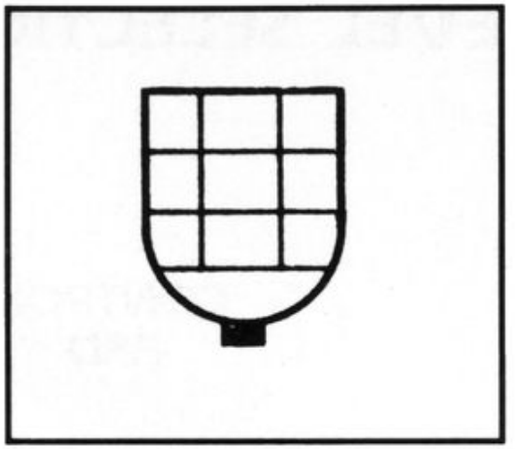
BONUS CHARACTERS



DIAMOND
destroys all enemies



CAKE
renews strength

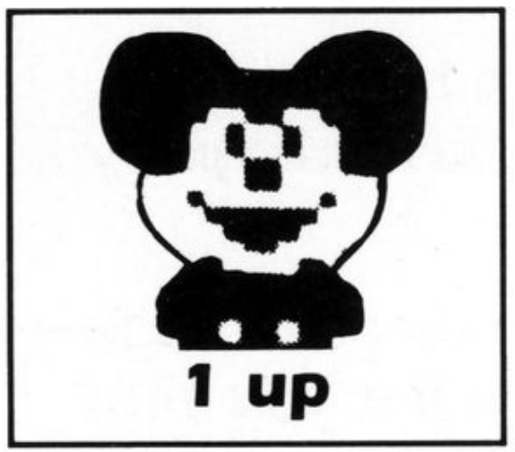


LAMP
shoot at lamp to receive cake or diamonds

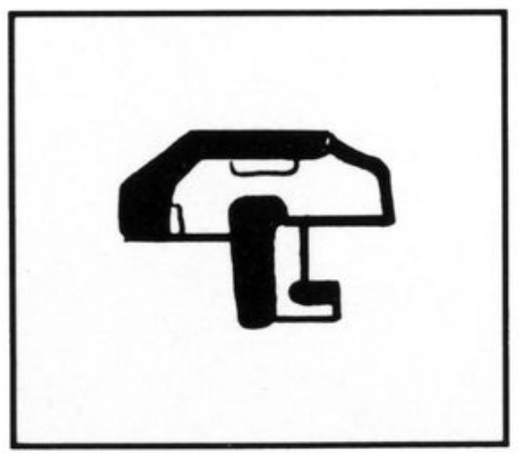
GUARDIAN ANGEL

You can use Guardian Angel to proceed through stage as fast as you can, she lasts only about 10 seconds

BONUS CHARACTERS



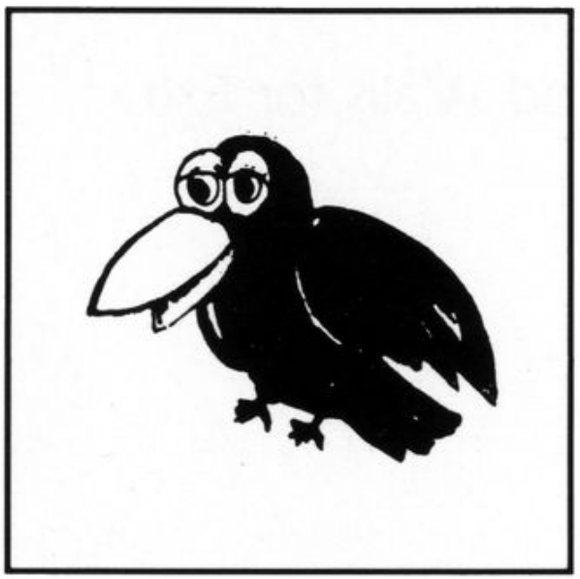
Throw stars at Windows and Walls for Extra Bonus.



Touching the Key begins a Bonus stage to recover Minnie, when she is kidnapped by the Crow. To recover Minnie, you have only 1 chance to jump on the statue of your choice. If you jump on the right one, Minnie will appear. If not, try again with another Key.

Note: Another Key is needed to find the Wizard and to exit the Fun House.

ENEMY CHARACTERS



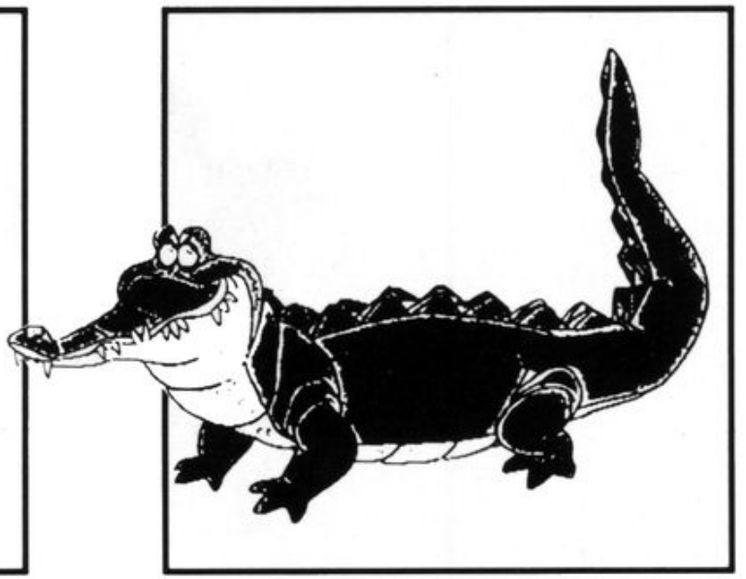
CROW

The Crow comes out from hidden spots. He steals Minnie, you must save Minnie by finding a hidden Key.

Note: Mickey and Minnie must go through stages together. If Minnie is gone, you must find Minnie to proceed.

ENEMY CHARACTERS

The WIZARD



CROCODILE

ENEMY CHARACTERS

PEG LEG

HINTS/SCORING/MEMO

*Instruction Manual by Paul Biederman
*Game Counselors available 8 a.m. to 5 p.m. PST at (408) 745-7081

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet perpared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

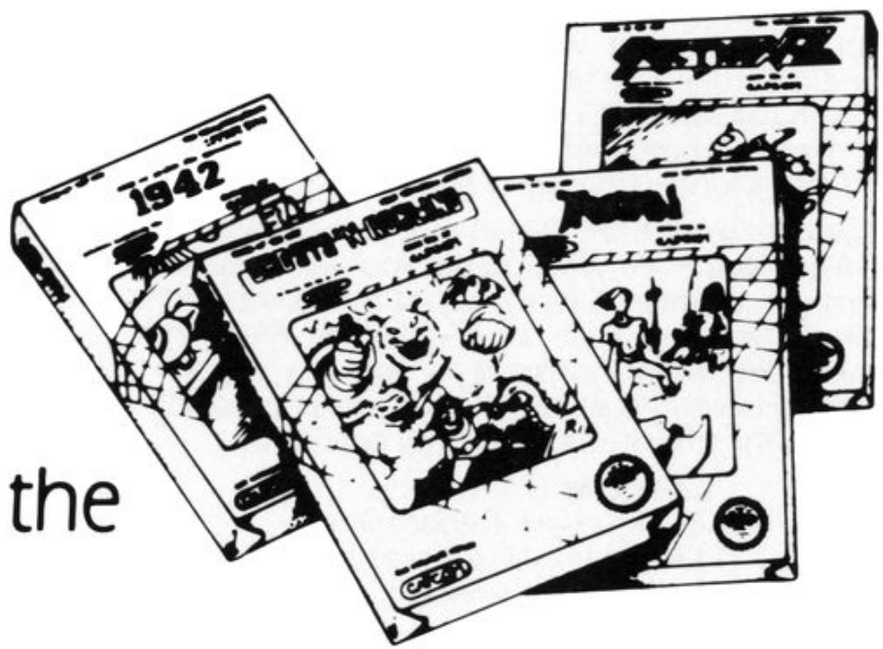
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Look For These Popular Arcade-Proven Capcom Game Paks



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PREMIER WORLD-WIDE ARCADE GAME DESIGNER

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